

Basic safety rules for drug use

SQUEEGEE LEARNS ABOUT DRUGS



Software for the Apple computer

marshware

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LAKELAND ELEMENTARY SCHOOL

DISTRICT 272, ATHOL, IDAHO



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Post Office Box 8082
Shawnee Mission, Kansas 66208

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A part of the DRUG EDUCATION SERIES

**Two Programs for the Microcomputer:
Apple II+, IIe, IIc, and IIGS**

**Other program in this Series:
DRUGS: FRIEND OR FOE?**

Illustrations by
Morse Software Illustrations
Stillwater, MN.

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I. INTRODUCTION

Hardware Requirements—The disk will run on an Apple II+, IIe, IIc, or IIGS microcomputer with at least 64K of memory and one disk drive. A color monitor is desirable, but a black and white monitor will also be effective.

The disk is a “flippy” disk with information on both sides. Side one must be completed before side two is attempted. The program will tell you when to turn the disk.

Note: Do *not* put a write-protect tab on the disk; the computer must be able to store data on the disk.

Operating Instructions—To run this program, follow these simple steps:

1. Check to see that power cords are plugged into an outlet.
2. Turn the TV monitor switch to the “on” position.
3. Open the disk drive door, and holding the disk by the labeled end, insert the disk, label side UP. Close the disk drive door. If the computer system has multiple drives, use drive #1, (the “boot” drive).
4. Turn the computer power switch to the “on” position. The disk will load (or “boot”) automatically. Although the monitor will remain blank momentarily, you will detect “activity” in the disk drive. The light on the drive will glow as the drive “murmurs.”
5. When the program has loaded, the introductory screens will appear. The student is then given the option of seeing instructions for running the program. Students familiar with the program will be able to skip over these screens.
6. To remove the disk, open the door to the disk drive and slide it out. Disks should be removed *only* when the disk drive light is *off*. To protect the disk, it should immediately be placed in its sleeve.

II. STANDARD PROGRAM FEATURES

Dictionary—The dictionary allows students to find definitions for key words used in the tutorial.

The Menu—The menu appears after the introductory frames. It allows you or your student to select the desired starting place.

The ESC Key—When the ESC key is pressed, the program will verify that the student wants to return to the Main Menu. If the student presses ESC again, the program will stop and go to the Main Menu. The ESC key can be used at any point in the program.

Erasing—When students respond to questions, they should press RETURN to enter their responses into the computer. The student can change a response (before pressing RETURN) by pressing the back arrow key (←). Each press of the key moves the cursor one space back and erases one character. You should warn students to check their responses carefully before pressing RETURN.

Inappropriate Responses—The program will not accept most inappropriate responses, such as a letter where a number response is required. If a number out of the acceptable range is entered, it is automatically erased when the RETURN key is pressed.

The student controls the pace of the lesson. Lessons will not advance to a new screen until the student presses the RETURN key.

Print Option—The program will ask if you have a printer attached to the computer. If you do, press Y for “yes,” and at the end of the Drug Safety Game, the printer will print out a drug safety certificate. If you do not have a printer, press N for “no,” and the drug safety certificate will be displayed on the computer screen.

III. OVERVIEW

Introduction—“Squeegee Learns About Drugs” is designed to teach primary-grade students about medicine and drug safety.

The Main Menu contains the following options:

Learn about drugs
Play Squeegee’s Drug Safety Game
See the Dictionary
Stop for now

The first menu selection provides a tutorial. The second selection provides a game that reinforces what students learned in the tutorial.

The Tutorial—In “Learn about drugs,” students learn about the good and bad uses of drugs, and what to do when a person uses a drug incorrectly. Ways to keep their homes “drug-safe” are also included. As students use the tutorial, they are asked questions periodically, to help reinforce learning. If the questions are answered correctly, the students continue with the tutorial. If answered incorrectly, the program displays the correct answer.

The Activity—Squeegee’s Drug Safety Game consists of five locations:

- Home
- Friend’s house
- School
- Park
- Grandfather’s house

At each location, the program displays a scenario that requires a drug safety decision. If the students respond correctly, the marker moves to the next location. If the students respond incorrectly, they must try again. Each location has three possible scenarios. If the students respond incorrectly three times in a row, they must start over. In addition, some incorrect responses will send students to the hospital. To get out of the hospital, the students must answer

another question correctly. When they get out of the hospital, they may return to their previous location. The game is completed when the students reach the town hall. The program then displays or prints a certificate proclaiming the students drug-safe citizens.

Educational Objectives—The student shall be able to demonstrate knowledge of:

1. how a drug causes a change inside us.
2. some drugs and medicines that can be helpful.
3. some drugs and medicines that can be harmful.
4. why tobacco and alcohol are drugs.
5. why drug abuse means taking drugs or medicines the wrong way.
6. how medicines are helpful only if taken in the correct way.
7. the “Mr. Yuck” and “skull and crossbones” symbols for poison.
8. what to do in case of accidental poisoning.
9. how drugs and medicines should be safely disposed of or stored.
10. the importance of having an adult supervise when any medicine is taken.

Classroom Preparation and Extension Activities—Before using the program, discuss students' ideas about what drugs are and whether drugs are bad or good. Students may want to talk about their experiences with drugs and medicines.

Help students become familiar with new vocabulary words before using the program. For a listing, see Appendix A.

Arrange to show the class the related Marsh filmstrips or videos:

Drugs: Friend or Foe?

Immunization: A Shot in Time

Safety: Help is Just a Phone Call Away

Squeegie Learns About Drugs

Suggestions for Follow-up Exercises—Have students discuss an example of *unsafe* drug use they may have seen on television or in the movies.

Have students discuss an example of *safe* drug use they may have seen on television or in the movies. Or, have the students discuss their own experiences with safe drug use.

Cut out pictures of food, toys, drugs, and household chemicals from magazines. Divide a bulletin board into two parts: “safe” and “dangerous!” Have students take turns placing the pictures in the appropriate column. For some items, there may not be right or wrong answers. Use this exercise to discuss why students placed each item in its column.

Discuss game scenarios that, when answered incorrectly, sent players to the hospital. Discuss why the response might send someone in real life to the hospital.

Ask students to draw drug safety posters for home and school.

Call the local poison control center for materials on poison prevention, or for “Mr. Yuck” stickers to distribute to the class. Have the students take the stickers home and, *with a parent or other adult*, place the stickers on appropriate medicines and household chemicals.

APPENDIX A: DICTIONARY

accident—An accident is something that doesn't happen on purpose.

amount—Amount means how much or how many. When the doctor tells you how much medicine to take, he tells you the amount.

drug abuse—Drug abuse means using drugs the wrong way. When you take too much medicine, or take the wrong kind, that's drug abuse.

drugs—Drugs are something you eat or drink—besides food—that produce a change inside your body.

infection—An infection is when a part of your body becomes sick. If your finger gets an infection, it becomes red and feels hot. It may hurt.

measles—Measles is a sickness that gives you a red rash. The rash sometimes looks like spots.

medicines—Medicines are drugs your parent or doctor gives you when you are sick. Medicines you may have heard of are cough syrup and aspirin.

operation—When you have an operation, the doctor fixes something inside your body.

poison—Poison is something that will make you very sick—or kill you—if you eat it or drink it. Some poisons are dangerous to touch.

prescribe—Doctors prescribe medicine when they tell what kind of medicine you need and how much medicine you need to get well.

prevent—When you prevent something, you keep it from happening.

vitamins—Vitamins are medicines some people take to help them grow up strong.

APPENDIX B: QUESTIONS FROM THE TUTORIAL

Below are the questions asked in the tutorial. The correct answers are indicated by asterisks.

1. When you are sick, does your parent give you candy to help you get well?
Y or N*
2. Does Squeegee's mom give him a vitamin to help him grow up strong?
Y* or N
3. Are all drugs good for you?
Y or N*
4. Drug abuse is when you take the wrong medicine or the wrong amount.
Y* or N
5. After Squeegee's friends ate the pills, did they have to go to the hospital?
Y* or N
6. Did Squeegee's friend help him take his medicine?
Y or N*
7. Can toilet cleaner, laundry soap, and bug killer hurt you?
Y* or N
8. Should you tell a grown-up if you accidentally eat or drink the wrong medicine?
Y* or N

APPENDIX C: QUESTIONS FROM SQUEEGEE'S DRUG SAFETY GAME

The correct answers are indicated by asterisks. Questions with (H) mean an incorrect answer will send the student to the hospital.

(HOME)

A. You have a cold. Your parent gives you some cough medicine. Should you take it?

Y* or N

B. Your doctor prescribed some medicine. You want to get better faster. Should you take twice as much? (H)

Y or N*

C. Your doctor prescribed some medicine for your father. Should the medicine be locked in a cabinet?

Y* or N

(FRIEND'S HOUSE)

A. You play hospital. Should your friend look in the medicine cabinet to find something to play with? (H)

Y or N*

B. A friend offers you some beer. Should you drink it?

Y or N*

C. Your friend's parent gives her a vitamin. Should she take it?

Y* or N

(SCHOOL)

- A. Your friend takes some medicine. Should you take some of your friend's medicine too? (H)
Y or N*
- B. You skin your knee. Should you let an adult spray some medicine on it?
Y* or N
- C. You find some bottles of cleaner in the bathroom. Should you open the bottles to see what's in them?
Y or N*

(PARK)

- A. A stranger offers you a drug. Should you take it? (H)
Y or N*
- B. You find some pills that look and smell like candy. Should you eat them?
Y or N*
- C. You feel sick. Should you ask your friends for some aspirin or pain reliever?
Y or N*

(GRANDFATHER'S HOUSE)

- A. You need to take some medicine. Should you ask your grandfather to help you?
Y* or N
- B. Your grandfather has some old medicines. Should he flush them down the toilet?
Y* or N
- C. You see a "Mr. Yuck" sign on a bottle. Should you drink what's in the bottle? (H)
Y or N*

(HOSPITAL)

A. You and your friend are playing. Your friend finds some pills and eats them. Should you tell a grown-up?

Y* or N

B. You are looking for something to help clean your bicycle. You see a lot of bottles on the garage shelf. Should you use what's in the bottles?

Y or N*

C. Your parent takes you to the doctor for a measles shot. Is the shot safe?

Y* or N



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SUPERSTARS
FOR THE APPLE COMPUTER

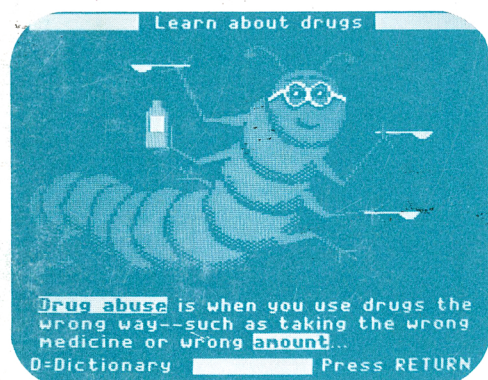
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Apple computer, reproducible forms, teaching strategies, and exciting extension activities. Find out for yourself how this Marshware program—and others in the areas of science, home economics, health, and life management skills—can help you introduce the young people in your life to the fun of learning by computer.

About the Program

SQUEEGEE LEARNS ABOUT DRUGS



Equipment required:
Apple II+ (minimum of 48K), IIe, IIc or
IIGS, Disk Drive Color or B/W Monitor

In this colorful program, children work with Squeegie, a lovable graphic character, who helps explain the good and bad uses of drugs. In a follow-up activity, the tables are turned and the children help Squeegie get to the town hall to receive a drug safety award. The activity is a board-type game in which questions about drug safety are asked. When they are answered correctly, Squeegie moves closer to the town hall and to his award.

Appropriate for ages 5-7

**No. 5148 SQUEEGEE LEARNS
ABOUT DRUGS
Apple Disk
and Teaching Guide**



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